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[Google \(Web\)](#) [CSB](#) [DBLP](#)5 documents found. **Order: citations weighted by year.**An Experimental System for Distributed Classroom Education - Ørbæk (Correct)

the hardware devices including an audio/video **matrix switch**. Conference setup and control utilizes a addresses circumvents a number of problems with **dynamic** allocation of such addresses when a traditional bounds. The compiler and linker are called, and a **dynamically** loadable library is created. The compiled ftp.daimi.au.dk/pub/empl/poe/dwit-terena.pdf

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A Methodology for Rapid Prototyping of Analog Systems - Sree Ganesan And (1999) (Correct)

FPAA devices communicating through analog **switch matrix** interconnect. 2.1. Target FPAA Architecture capacitor values are set using static switches. **Dynamic** switches make the capacitor function equivalent SFG Covering: Efficient algorithms for using **dynamic** programming have been developed for tree www.ece.uc.edu/~ddel/publications/ganesan-iccd-99.ps

Prototype Bunch Killer System At Srrc - Jan, Chen, Kuo, Lin, Pan, Lin, Hsu (Correct)

force to selected bunch. Impulse Generator **Switch Matrix** Delay Generator Gating Circuit frev b f of the detail shown at figure 4(c)Due to limited **dynamic** range of the observation by oscilloscope, the www.aps.anl.gov/conferences/mirrored/www.cern.ch/accelconf/p95/ARTICLES/MPQ/MPQ16.PDF

LAN Switching and LAN Switching and Traffic Classes - Jain (Correct)

Adaptive Cut-through (after 64 bytes) q **Switch Matrix**: Cell vs Frame switching m Frame switching 802.1p standard on traffic classes in LANs and **Dynamic** multicast q Generic Attribute Registration switching mostly q Buffer Sharing: Static or **dynamic** (based on usage)Input or output buffer Raj ftp.netlab.ohio-state.edu/pub/jain/courses/cis788-97/h_6lsw2.ps

Scaling WDM Slotted Ring Networks - Alberto Bononi (Correct)

could be implemented by an NxN crossbar (or **matrix**) **switch**, as shown in Fig. 2 (top)which consists of port, and the rest are lost. However, if the **switch matrix** is speeded up by a factor L, less cells are node. By placing a number of 2x2 unbuffered WDM **dynamic** routers (each being a stack of independently com.tlc.unipr.it/bononi/CISS98ring.ps.gz

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Synchronization Architecture and Protocols for a Multimedia.. - Lamont, Georganas (1994) (Correct) (8 citations)

such as remote document creation/editing, **multimedia** news services, etc. The presentation of the spatio-temporal integration of the multimedia **objects** [1]The temporal integration produces the produces the required presentation sequence of the **objects**. Multimedia integration can be described by www.mcrlab.uottawa.ca/papers/icmcs.ps.gz

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Synchronization of Multimedia Data for a Multimedia.. - Lamont, Li, al. (1996) (Correct) (5 citations)

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Multiviews Interfaces for Multimedia Authoring Environments - Jourdan, Roisin, Tardif (1998) (Correct) (1 citation)

document should be executed. Toward direct **multimedia editing** In this attempt to apply Wysiwyg paradigm multimedia document is defined as a set of (basic) **objects** spatially and temporally organized and on which specification of the temporal composition of media **objects** either by absolute placements [12]by ftp.inrialpes.fr/pub/opera/publications/mmm98.ps.gz

Multimedia Applications Development: Experiences - Georganas (1997) (Correct) (1 citation)

tele-conferencing with joint text **editing**, **multimedia** mail, multimedia fax, multimedia spatial or even logical relationship between **objects**, data entities or media streams[1]In the used in our prototype were developed using an **object-oriented** multimedia user interface development www.mcrlab.uottawa.ca/papers/JMTAP.Georganas.ps.gz

Centralized and Distributed Architectures for Multimedia.. - Lamont, Li, Georganas (Correct)

such as remote document creation /editing, **multimedia** news services, etc. The presentation of the spatio-temporal integration of the multimedia **objects** [The temporal integration produces the produces the required presentation sequence of the **objects**. Multimedia integration can be described by www.mcrlab.uottawa.ca/papers/bisle94.ps.gz

Comparison of Transform Coding Techniques for Two-Dimensional.. - Chang (1993) (Correct)

chroma-keyed TV weather reporter) 1,7]In **multimedia editing** systems, users can create AS video **objects** coding, arbitrarily-shaped image segments, **object-oriented** video coding, structured video. 3 1. multimedia video services, displayed video **objects** can in general be rectangular (e.g. window ftp.ctr.columbia.edu/CTR-Research/advent/public/papers/94/chang94b.ps

Design of Virtual 3D Instruments for Musical Interaction - Mulder, Fels (Correct)

control, virtual sculpting, sound **editing**, **multimedia** mapping, musical instrument design, Max/FTS, running on an SGI Onyx, with software **objects** to interface CyberGloves and Polhemus sensors sensors and to compute human movement and virtual **object** features. Virtual input devices with behaviours www.cs.sfu.ca/~amulder/personal/vmi/ss/GI99-p.ps.gz

Multimedia Authoring: A 3D Interactive Visualization Interface.. - Nabil Laya (Correct)

high cognitive overload. The complexity of **editing multimedia** documents is mainly related to the various synchronization, spatial placement of multimedia **objects** and resource attribution. It is therefore by bringing some autonomy to the multimedia **objects**, looses the global vision of the document

Searching for **dynamic and static and multimedia**

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Every Joule is Precious: The Case for Revisiting Operating ... - Vahdat, Lebeck, Ellis (2000) (Correct) (19 citations)

management strategies. We consider both **static** and **dynamic** hardware policies for determining the power management strategies. We consider both **static** and **dynamic** hardware policies for determining the to support more demanding applications (e.g. **multimedia**) while the demand for longer battery life also www.cs.duke.edu/~vahdat/ps/sigops00.pdf

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Power Aware Page Allocation - Alvin Lebeck Dept (2000) (Correct) (16 citations)

the interaction of page placement with **static** and **dynamic** hardware policies to exploit these emerging we explore the interaction of page placement with **static** and **dynamic** hardware policies to exploit these to support more demanding applications #e.g. **multimedia**# while the demand for longer battery life also www.cs.duke.edu/~alvy/papers/CS-2000-08.pdf

Dynamically Exploiting Narrow Width Operands to Improve... - Brooks, Martonosi (1999) (Correct) (24 citations)

Dynamically Exploiting Narrow Width Operands to Improve

we can exploit them more often than with a purely-**static** approach. Thus, our approach will remain useful most major processor families have introduced "**multimedia**" instruction set extensions that operate in www.ee.princeton.edu/~mrm/papers/hpca99.ps

The Hybrid Tree: An Index Structure for High Dimensional... - Chakrabarti, Mehrotra (1999) (Correct) (18 citations)

functions [2] and (3) they are not suitable for **dynamic** database environments. While the DR approach has data, fixed distance function, more or less **static** datasets)a robust solution to feature indexing for indexing spatial data, are not suitable for **multimedia** feature indexing due to (1) inability to scale www-db.ics.uci.edu/pages/publications/1999/TR-MARS-99-01.ps

A Model for the Prediction of R-tree Performance - Theodoridis, Sellis (1996) (Correct) (45 citations)

index, a fact that makes it a useful tool for **dynamic** spatial databases. Several experiments on known in advance (i.e.it is applicable only to **static** databases)Sellis et al. SRF87] proposed the R applications, including Spatial, Image and **Multimedia** Database Systems. In recent years, several data ftp.dbnet.ece.ntua.gr/pub/papers/publish/1996/TS96.ps.Z

Automatic Temporal Layout Mechanisms - Buchanan, Zellweger (1993) (Correct) (61 citations)

power of documents by allowing authors to combine **dynamic** media segments with predictable behavior, such Palo Alto Research Center Abstract A traditional **static** document has a spatial layout that indicates where objects in the document appear. Because **multimedia** documents incorporate time, they also require a casaturn.kaist.ac.kr/~khyun/papers/os/p341-buchanan.pdf.gz

Scalable Processors in the Billion-Transistor Era: IRAM - Kozyrakis, Perissakis.. (1997) (Correct) (28 citations)

is to use the on-chip realestate for **dynamic** RAM (DRAM) memory instead of SRAM caches. It is budget within microprocessor chips is devoted to **static** RAM (SRAM) caches. For instance, almost half of microprocessor. Emerging applications like **multimedia** (video, image, and audio processing) are goethe.ira.uka.de/ungerer/Prozessorarchitektur/IRAM%28Sept97%29.pdf

An Empirical Evaluation of Client-side Server Selection... - Dykes, Robbins, Jeffery (2000) (Correct)

(8 citations)

median bandwidth and the other median latency, a **dynamic** probe algorithm, two hybrid algorithms, and performance estimators, fall into three classes: **static**, statistical, and **dynamic**. **Static** estimators are to areas other than Web caching and replication. **Multimedia** content providers could offer clients a choice
www.ieee-infocom.org/2000/papers/700.pdf

Merging Video Streams in a Multimedia Storage Server.. - Lau, Lui, Golubchik (1998) (Correct) (18 citations)

efficient heuristic algorithms for both **static** and **dynamic** versions of the stream merging problem. 1 proposed in [5] In this paper, we formalize a **static** version of the stream merging problem, derive an Merging Video Streams in a **Multimedia** Storage Server: Complexity and Heuristics
www.cs.cuhk.hk/~cslui/PUBLICATION/merging.ps.gz

Studying the Impact of More Complete Server Information on.. - Wills, Mikhailov (1999) (Correct)

(11 citations)

a page contains macro-instructions for inserting **dynamic** information [6] However, we envision that a et al who propose an HTML pre-processor where the **static** portion of a page contains macro-instructions for which serves as a composite object containing a **multimedia** of text, image, programming script, audio and
www.cs.wpi.edu/~cew/papers/tr99-36.ps.gz

Survey of Quality of Service in Mobile Computing Environments - Chalmers, Sloman (1999) (Correct)

(10 citations)

static management of QoS iii) Techniques for the **dynamic** management of QoS iv) QoS issues relating to to QoS management ii) Techniques for the **static** management of QoS iii) Techniques for the computing systems, particularly to support **multimedia** applications. The advent of portable lap-top
dse.doc.ic.ac.uk/dse-papers/multimedia/QoS_survey_98-10.pdf

Preliminary Report on the Design of a Framework.. - Aeschlimann.. (1999) (Correct) (10 citations)

of heterogeneous resources and that adapt to **dynamic** changes in the status of system resources such The content that the server obtains can be either **static** or **dynamic**. **Static** content is stored on the other types of distributed signal processing and **multimedia** applications. However, our work is still
www.cs.cmu.edu/afs/cs/project/cmcl/archive/Remulac-papers/pdpta99.ps

Continuous Media Sharing in Multimedia Database Systems - Kamath, Ramamritham, Towsley (1995)

(Correct) (30 citations)

Multimedia data can be classified as **static** or **dynamic** (also known as continuous) media. While **static** services. **Multimedia** data can be classified as **static** or **dynamic** (also known as continuous) media. Continuous Media Sharing in **Multimedia** Database Systems Mohan Kamath y Krithi
ftp.cs.umass.edu/pub/techrept/techreport/1994/UM-CS-1994-011.ps

Slim-trees: High Performance Metric Trees Minimizing Overlap .. - Traina, Jr., al. (2000) (Correct) (6 citations)

In this paper we present the Slim-tree, a **dynamic** tree for organizing metric datasets in pages of presented in [3] All methods presented above are **static**, in the sense that the data structure is built With the increasing availability of **multimedia** data in various forms, advanced query
www.cs.cmu.edu/afs/cs.cmu.edu/user/christos/www/PUBLICATIONS/EDBT_SlimTree.pdf

Network Adaptive Continuous-Media Applications Through ... - Kouvelas, Hardman.. (1998) (Correct)

(15 citations)

to achieve required reliability. The **dynamic** nature of the Mbone delivery and membership model does not allow for manually configured **static** schemes that work around congested links. The Abstract With the deployment of the Mbone, **multimedia** conferencing is becoming a common practice on
cosmos.kaist.ac.kr/~krkang/mcast/papers/sot.ps.gz

Visual Information Retrieval from Large Distributed.. - Chang, Smith, Beigi.. (1997) (Correct) (16 citations)

nature of visual search, there exists a need for **dynamically** extracting and indexing features in order to . Adaptability -Most VIR systems use a **static** set of previously extracted features. The are used to generate the feature indexes. **Multimedia** Features -**Multimedia** content contains
www.ee.columbia.edu/~sfchang/course/vis/.reference-pdf/chang-smith-beigi-benitez.txt.pdf

Multicluster, mobile, multimedia radio network - Gerla, Tsai (1995) (Correct) (23 citations)

architecture which enables rapid deployment and **dynamic** reconfiguration of a network of wireless
evaluate the performance of the proposed scheme in **static** and mobile environments. Keywords:
Journals July 12, 1995 Multicenter, mobile, **multimedia** radio network Mario Gerla and Jack Tzu-Chieh
www.ics.uci.edu/~atm/adhoc/paper-collection/gerla-multicenter-winet95.ps.gz

Dynamic Management of Guaranteed Performance Multimedia.. - Parris, Zhang, Ferrari (1994) (Correct)
(26 citations)

To Appear in the ACM **Multimedia** Journal **Dynamic** Management of Guaranteed Performance **Multimedia**
for the duration of the communication. This rather **static** resource management approach has certain
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redriver.cmcl.cs.cmu.edu/~hzhang-ftp/MultimediaSystem94.ps.gz

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Systems, Man, and Cybernetics, 2000 IEEE International Conference on , Vol 8-11 Oct. 2000

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Global Telecommunications Conference, 2002. GLOBECOM '02. IEEE , Volume 17-21 Nov. 2002

Page(s): 625 -629 vol.1

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Real-Time Systems Symposium, 2001. (RTSS 2001). Proceedings. 22nd IEEE Real-Time Systems Symposium, 2001

Page(s): 106 -115

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Artificial Intelligence for Applications, 1990., Sixth Conference on , 5-9 May :
Page(s): 290 -296 vol.1

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5 Asynchronous multirate system design for programmable DSPs

Kuroda, I.; Nishitani, T.;

Acoustics, Speech, and Signal Processing, 1992. ICASSP-92., 1992 IEEE International Conference on , Volume: 5 , 23-26 March 1992

Page(s): 549 -552 vol.5

[\[Abstract\]](#) [\[PDF Full-Text \(296 KB\)\]](#) **IEEE CNF**

6 Real-time data delivery for multimedia networks

Gibbon, J.F.; Little, T.D.C.;

Local Computer Networks, 1993., Proceedings., 18th Conference on , 19-22

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7 Effective courseware development

Dospisil, J.; Jennings, A.;

Multi-Media Engineering Education Proceedings, 1994., IEEE First International Conference on , 6-8 July 1994

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[\[Abstract\]](#) [\[PDF Full-Text \(788 KB\)\]](#) **IEEE CNF**

8 A system architecture for flexible, knowledge-based, multimedia CBT-applications

Langer, K.; Bodendorf, F.;

Multi-Media Engineering Education Proceedings, 1994., IEEE First International Conference on , 6-8 July 1994

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[\[Abstract\]](#) [\[PDF Full-Text \(792 KB\)\]](#) **IEEE CNF**

9 MARC (multimedia application for radiologist communications)

Casademont, J.; Paradells, J.; Sallent, S.; Borrás, J.; Garcia, J.;

Electrotechnical Conference, 1994. Proceedings., 7th Mediterranean , 12-14

Page(s): 1230 -1233 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(544 KB\)\]](#) **IEEE CNF**

10 Performance evaluation of a distributed multimedia database system in a broadband network

Yeap, T.H.; Karmouch, A.;

Electrical and Computer Engineering, 1994. Conference Proceedings. 1994 Conference on , 25-28 Sept. 1994

Page(s): 260 -263 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(276 KB\)\]](#) **IEEE CNF**

11 Nonpreemptive scheduling algorithms for multimedia communication in local area networks

Eun, S.; Kim, J.; Kim, B.; Yoon, H.; Maeng, S.R.;

Network Protocols, 1995. Proceedings., 1995 International Conference on , 7-11 Sept. 1995

Page(s): 356 -364

[\[Abstract\]](#) [\[PDF Full-Text \(836 KB\)\]](#) **IEEE CNF**

12 Hard real-time preemptively scheduling with high context switch overhead

Echague, J.; Ripoll, I.; Crespo, A.;

Real-Time Systems, 1995. Proceedings., Seventh Euromicro Workshop on , 1-3 Sept. 1995

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13 The experience of a UPS company in advanced battery monitoring

Cun, J.P.; Fiorina, J.N.; Fraisse, M.; Mabboux, H.;

Telecommunications Energy Conference, 1996. INTELEC '96., 18th International Conference on , 1-4 Oct. 1996

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14 Principle and technique for encapsulation of user control and data information in separate frames

Chooi-Tian Lee; Harris, J.W.;

Local Computer Networks, 1996., Proceedings 21st IEEE Conference on , 13-15 Oct. 1996

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Kajimoto, K.; Nakayama, F.; Nonomura, T.; Imai, Y.; Isoda, S.; Kushiki, Y.; COMPCON Spring '89. Thirty-Fourth IEEE Computer Society International Co Intellectual Leverage, Digest of Papers. , 27 Feb.-3 March 1989
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Casademont, J.; Paradells, J.; Sallent, S.; Borrás, J.; García, J.; Electrotechnical Conference, 1994. Proceedings., 7th Mediterranean , 12-14
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